

THE FIRST DEDICATED ATARI LYNX AND JAGUAR MAGAZINE IN THE WORLD

# ATARI ENTERTAINMENT

SPECIAL 2001 ISSUE

## REVIEWS

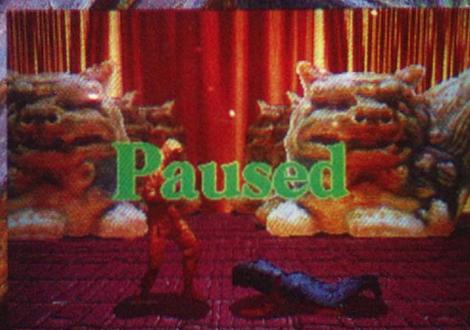
TEMPEST 2000  
SUPER OFF ROAD  
ALIEN vs PREDATOR  
NINJA GARDEN 3  
RAIDEN AND LOTS  
MORE

## HINTS & TIPS

MAPS OF THE FIRST  
TWO LEVELS OF  
DESERT STRIKE PLUS  
FIRST JAGUAR TIPS

## AND MORE

EXCLUSIVE PREVIEWS  
OF KASUMI NINJA,  
ULTRA VORTEX AND  
BRUTAL SPORTS



# EDITORIAL

Hopefully by the time you read these words, Atari will have imported enough Jaguars to make the machine a commercial reality. Maybe I'll even have received mine - there have been greater miracles, but probably not since biblical times. However even if there are now many more homes with their own little grey box, it is doubtful that anyone is playing anything other than Cybermorph. Actual finished Jaguar carts seem thinner on the ground than new Lynx titles (Eye Of The Beholder RIP). On top of this Atari have declared a virtual press ban on advance news of Jaguar games in development: in short reducing our ability to report on new titles to rumours even more insubstantial than the Atari norm. All this being so, why should you buy this issue?

Lots of reasons: Rebellion software come under the microscope (of Aliens Versus Predator fame, and reputed to be the defiant cause of the Atari news ban), we have the first fascinating instalment of a new series exploring the misunderstood world of today's games programmers and producers, Beyond Software - producers of the excellent BattleWheels tell all, we have the Lynx news you can't get anywhere else, including absolute confirmation of definite upcoming titles (subject to the 'Winds Of Change' or: Atari Marketing, as we like to call them) We have Jaguar news from across the atlantic and closer to home (the bits they'll let us print anyway) and a whole host of other stuff. Yes, there are now even more reasons for you to buy Atari Entertainment. And of course we're still The First & Only Dedicated Jaguar and Lynx Magazine In The Whole Damn Universe - so we've got to be the best, innit!



EDITOR  
ALEX



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All the latest gossip from the gaming world, including the first UK screenshots of Kasumi Ninja.

We also find out what Virgin have been up to including a peak at Creature Shock, the very first third party CD game.



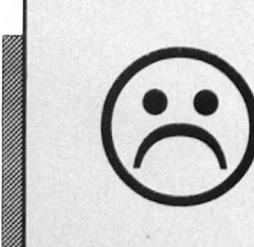
### REVIEWS

We take a look at Tempest, the fastest, hottest thing yet to come for the Jag. We also have an exclusive review of Alien vs Predator, which proves that the Jag is best console in the world.

Our Lynx readers are not forgotten with exclusive previews of Super Off Road from Telegames and Ninja Gaiden 3 from Atari.



MANAGING  
EDITOR  
EDWIN



GRAPHIC  
ARTIST  
ANDREW



# THE NEWS

## ATARI ALIVE AND KICKING ON THE WORLD WIDE WEB

Try typing in Atari.com on the world wide web and you will be instantly transported to the Hasbro Interactive web site. Type in JTS and you will get Pepperball. But it's not all doom and gloom in Atari world as there are loyal, no fanatical fans of the machines who are keeping the Atari name alive.

Looking on the world wide web you will find around 4,000 sites dedicated to every product and service produced by Atari. From the Atari VCS console through to the ST range and right up to the Jaguar. Games, software and machines are all available if you know where to look. A lot of the sites are simply personal tributes to the great machines of Atari but there are also some tremendous sites that will help you on any Atari query.

One of these was Jill Jang.com, a site dedicated to a single game-player's enjoyment of the Jag. He's currently after a CD unit so email him on [goshwa@hotmail.com](mailto:goshwa@hotmail.com)

For those interested in the Jag underground (mad Atari gameplayers interested in producing new games for the machine) check out [buyjugs.com](http://www.buyjugs.com). There are currently releasing a game called Battlesphere which is well worth a look.

If you are looking to buy new games on the web Telegames are the obvious choice. But there are other companies still selling brand new machines and software. One of these is [konsolen.com](http://www.konsolen.com), a German software retailer that holds large amounts of retro machines including our beloved Atari Lynx and Jaguar. Although they have almost all the games and equipment there

prices are high. One of the most interesting items they do sell is the Cinema style Alien Vs Predator and Iron Soldier posters which they claim are collectors items, and at £30 each they would have to be. A great place for finding special items to complete a set, but there are cheaper places. There still selling Lynx machines at almost full price!

The next company to have a gander at is Dentec.com. They don't have such a big range of games for the Jag but there prices are more realistic. The company is based in Canada but they claim there shipping costs are small even for overseas customers. To buy a Jag console will cost you \$33.35 with most games like Ultra Vortek at \$12.95.

And finally for all Atari fanatics there is [www.atari.org](http://www.atari.org). The ultimate site for those who adore Atari. Not only will you find some of the best Atari links but some of the more stranger ideas like an enthusiast who built his VCS console into his scirocco.

The last three sites worth mentioning are [AtariLynx.com](http://www.atariLynx.com) and [Jaguadome](http://www.Jaguadome.com), both dedicated to keeping the machines alive.

**Desartfilm.com** is a new website dedicated to up and coming Film and Video makers, from the

people who brought you Atari Entertainment.

**SPECIAL EDITION** This issue is a special edition after Entertainment ceased publication four years ago and has been made possible with the assistance of Telegames.

This issue contains reviews of the latest games as well as a top five count down of the best Atari Lynx and Jag games.

### LOCAL SHOPPING

After all this time we thought we would take a look at the availability of Lynx and Jag games in the high St. Again Telegames has the largest stock of Atari games but there are others in the

high St. One of these companies was Fairgame in Crowthorne. A member of staff informed us that they had seven Jaguar titles in stock including Wolfenstein 3D, Iron Soldier, Raiden, Theme Park etc. Prices ranged from £9.99 to £29.99 for Wolfenstein 3D. They claimed they were the biggest retailer of retro games outside of London. But when asked about the Jag CD they didn't know much about it. Fairgame can be reached on (01344) 780222.

We also contacted another games specialist, the Computer Cavern in Reading. But when we asked about Lynx games we were told that they had sold out completely. The member of staff claimed they were getting scarce for some reason. The Jag fared a little bit better though as they had three



THE FIRST OF OUR TOP FIVE LYNX GAMES

# DESERT STRIKE

**This is the top Lynx game of all time according to our readers.**

Desert Strike was a classic when first introduced onto the console scene by Electronic Arts. A few years later Telegames snapped up the license and the rest is history. Desert Strike is a shoot-em-up. But it's a shoot-em-up with serious depth. Not for this game simply blowing away everything in site (you can, but unless you're American you might not want to kill your 'buddies') there are reasons for blowing things away. Things like Power Stations, Radar Stations, Airports, Tanks, Jeeps etc. There are a considerable number of things to 'blow away' and a reason for disposing of each. All the sprites are detailed, clear and where appropriate, animated. And to render these pretty sprites defunct you're given a helicopter, with teeth (ALA Steel Talons:Minigun, rockets and guided missiles).

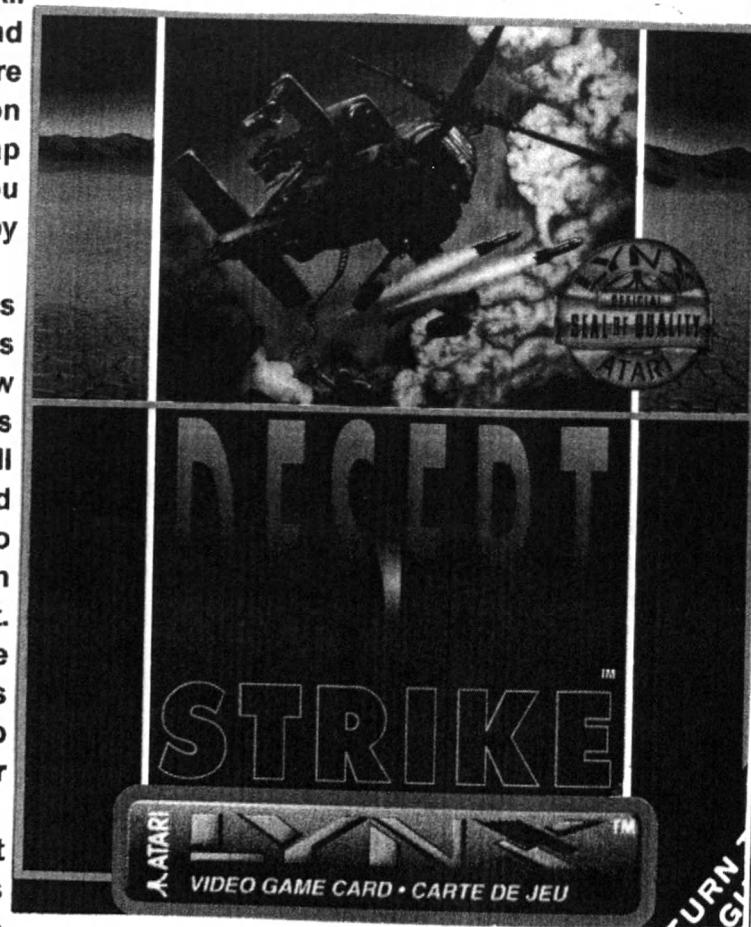
The helicopter is superbly animated, manoeuvrable and versatile, although it is prone to running out of fuel, armour, bullets and rockets. Dotted about the landscape (over which you fly hither and yon at will) are various supply dumps with which to repair and restock your craft. Also

running about the dunes are little green men. Your helicopter is fitted with a winch and can pick these little green men up. By offloading a chopper full of men (you can only carry six at a time) you can restore your armour. On later stages you get to carry commandos and drop them at various sites. All objects and supplies are shown on the map which you access by pressing Pause. This also lets you know the status of all targets and how far into the mission you've got. The game itself is divided up into four campaigns. The first simply sets the scene

letting you get used to the helicopter, the adversaries and the sort of strategy each target requires. That said it's a large playing area and there are a number of objectives to carry out before the campaign is concluded. As the campaigns progress the

objectives become more numerous and harder.

Campaign one consists of wasting a couple of airfields, interrogating an enemy commander (you have to chase & catch him with your helicopter winch) liberating a spy and obtaining some secret plans. Campaign two



revolves around hidden SCUD carriers, POW camps and a chemical warfare factory. Campaign three is set in Embassy city, where your co-pilot (the man who aims the weapons and works the winch) leaps out of the helicopter and hijacks a bus which you then escort to the

embassy to rescue 12 officials. Although, without a Co-pilot one imagines life is none too easy. Campaign 4 - and I suspect few will indeed get this far under there own steam - is set at night and concerns the protection of the oilfields and a commando airlift. But that's a long, long way from Campaign #1. If (after months of practice) you were to play the game from Campaign 1, through to the end of Campaign 4 it would probably take about three to four hours. I kid you not this is a **HUGE** game! (In comparison: Shadow of the Beast takes twenty minutes) Fortunately there are passwords for each campaign, so once you have completed a level you never have to see it again. Unless of course you want to just fly around and blast things for the sheer hell of it (GREAT FUN).

The thing I like most about this game is the way you are free to fly your chopper anywhere you like, and while you are given a specific order to do things in, you can ignore this and do it your own way (I personally reckon that campaign 1 is much easier if you trash the command posts and rescue the spy directly after taking out the radar).

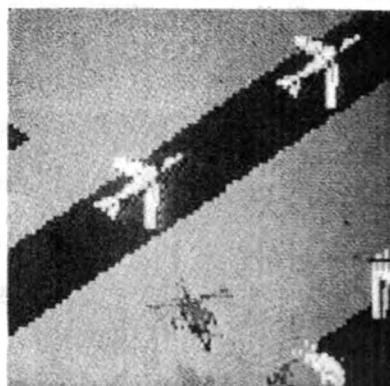
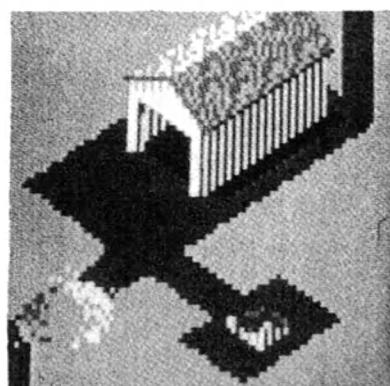
The buildings and scenery are excellent and change considerably from campaign to campaign. As do the enemy vehicles. And while you are the most armoured thing around, the tanks, speedboats & rapiers have better firepower than you do. This is not a game where you have

everything your own way once you are all tooled up. Nope, this is a shoot-em-up where careful planning and thought are as important as an itchy trigger finger. Copilots: as mentioned before your co-pilot is important, and there are several to choose from. The best 'Jake' can be rescued in Campaign 1 and henceforth will be your friend for life. And as if I don't do enough for you people, Jake's at the far right towards the bottom of the screen (not on the map as an MIA). Fly until you see the burning plane, shoot the sniper and then pick Jake up with your winch. So Desert Strike is a big, sophisticated and graphically impressive shoot-em-up (with class), but like all Telegames conversions I've seen: the sound is pretty poor. The fact that there is no one listed in the credits for sound effects might have something to do with this (just a hunch). In my humble (who am I trying to kid?) opinion it's about time Telegames got hold of someone who knows one end of a crotchet from the other. There is a wokka-wokka sound in the background and simple tunes during set-up, the explosions go bang and your bullets and missiles go 'ping'. The sound's functional-but not great. Also this is not the fastest game you are ever likely to play. It all scrolls around at a pleasant enough pace, and is as smooth and responsive as you would expect from the Lynx, but you can't help thinking the hardware that handled Blue Lightning, Steel Talons & Warbirds with such

consummate ease - is certainly capable of more speed than is exhibited in Desert Strike. Don't get me wrong, the game is not harmed in any way by its pace, but I personally would of liked to see the Lynx stretched a little bit more.

So when we put it all together what do we have? As it happens quite a lot. It's a thoroughly original game with elements of strategy combined with all out blasting. There are excellent graphics and a considerable amount of them. A **USEFUL** manual (and that in itself is a rarity).

*This is a game that oozes 'playability', and will keep you awake long into the night in much the same way as Lemmings did. It seems strange that of all the Lynx games that Atari released, it was an actual Telegames license that was voted number one. A brilliant game that everyone should own.....*



# DRACULA THE UNDEAD

## THE SECOND OF OUR TOP FIVE LYNX GAMES TAKES US INTO THE WORLD OF VAMPIRES

I'm sure that Dracula the Undead brings back a host of emotions for many a Lynx fan. And I'm sure including it in the AE top five Lynx games of all time is another controversial choice.

But Dracula the Undead was a game that promised so much for Lynx gamers. And fortunately apart from the length of the game it delivered.

The development of the game is certainly an interesting one. Developed by a company called Handmade software, a new company formed only a few years before by a man called Jim Gregory (who I would like to point out contributed greatly to

many issues of Atari Entertainment and Lynx User over the years).

Handmade had been one of the first companies employed by Atari to produce Lynx titles. Their first game released on the machine was called Awesome Golf, a truly brilliant golf game that set new standards for golf simulations.

The game sold extremely well and just missed being included in the top five Lynx games of all time.

They also developed Jaguar titles (Kasumi Ninja was one of their releases although it failed to find the kind of success their Lynx titles achieved), and games for

other machines including Nintendo.

Handmade software pitched the idea of a Dracula game to Atari, a year before the release of the Francis Ford Coppola



film. Atari could not afford the cost of the license for the film so they got round this by simply adapting the Bram Stoker book into a game.

Handmade software started about creating a large interactive movie, very reminiscent of the Hammer house horror films. The game was in sepia which gave it an eerie look and the music

large storyline that included a large detailed castle with loads to explore. As well as the ability to leave the castle and head into the town for further action. Handmade software were developing a game format that no other handheld at the time could compete with. This game was going to be truly awesome.

But four months before the release of the Francis Ford Coppola movie Atari got nervous. They realised the film was going to be Hugh, but there game was a year away from being finished. They would have a winner on their hands if they could get the game out to coincide with the release of the movie.

Handmade software were ordered to put the game together with what they had (a half completed version) and ship it out to Atari USA for production.

Dracula the Undead was beta tested and put

into production in record time for a Lynx title. The game was finally released to coincide with the UK premiere of the film.

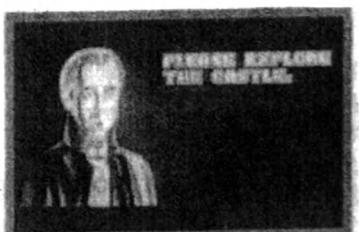
Not only had Atari put the game into production in record time, but Dracula the Undead was produced in tens of thousands of units. Sensing a winner they had produced twice as many units as they would normally done for a normal Lynx title.

Unfortunately because Atari had an uneasy relationship with the public and especially software distributors. Initial orders for the game were in the hundreds not the thousands. The main distributor for Lynx games in the UK is rumoured to have ordered 12 copies of the game.

By the time the Coppola film had been released in this country and was finishing its cinema run, the Lynx title had sold close to 10,000 copies in the UK. The

game went down ~~even~~ well in Europe and done massive business in the USA (despite Atari having an appalling distribution network). By all accounts the game had sold five times the quantity of a normal Lynx title in a far shorter space of time. Atari put a second batch of cartridges into production and these also sold extremely well.

Months after the game was released rumours about the missing section of the game started to circulate. Atari even made an official statement regarding the matter. Promising to release a sequel will all the missing bits but nothing was ever heard about it again.



# JIMMY CONNERS

**Our third title in our Lynx top five is somewhat of a strange beast.**

The game was one of the first licenses for the Lynx. Programmed like Dracula the Undead by Handmade Software (they were simply the most professional games producers on the Lynx) the game was originally to be called Lynx tennis, an uninspiring title. But a bright spark at Atari had the idea of using an ageing tennis pro to put his name to the game, and the rest is history.

The game was released at a time when the Lynx was still the best selling colour handheld around (though the gamegear was quickly closing the gap).

Atari had high hopes for the game, which was not unjustified as the game oozed playability.

But for Atari their hopes were soon to be dashed.

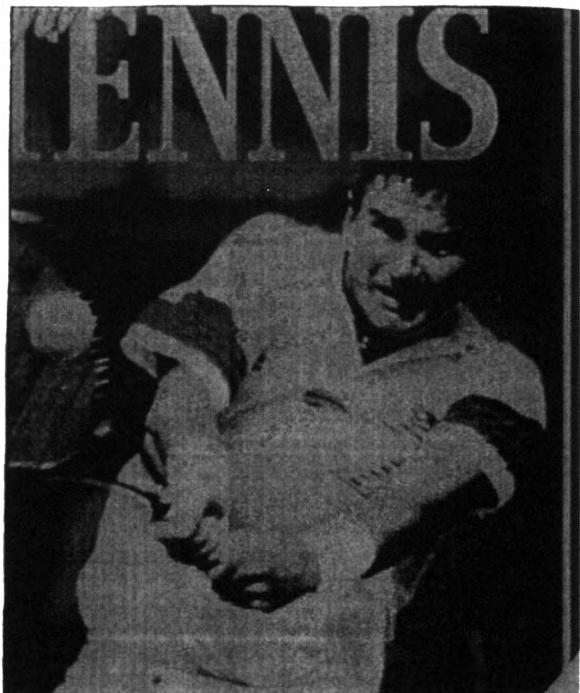
Rave reviews of a simply excellent game couldn't help this title shift off the shelves even with an ex Tennis star on the box.

So why didn't this game with superb playability, excellent fluid graphics and brilliant sound become the tennis game that others would be compared to?

Who knows for sure but no marketing by Atari of the game, together with a Tennis player that most kids were too young to know could be to blame.

So why include it in our Lynx top five games of all time. Because this game is one of the best kept secrets in the Lynx

world. The game only obtained the success it deserved though second-hand games stores and cut price bins. When the game was initially released it hit the



shelves and then died a death. But when Lynx gamers came across the title they found out what they had been missing.

So the game reached cult status through word of mouth. Not the best way to become a classic, but sometime it's the end result that matters.

# LEMMINGS

Them cute little Lemmings finally made it onto the Lynx, and what a stir they caused.

It was hailed as the most original game of the decade when it was first released, and like R-type, it's available on every format from the PC to the gameboy.

It took two years of promises from Atari before the game finally hit the lynx shelves. But it was well worth the wait as this was an excellent conversion.

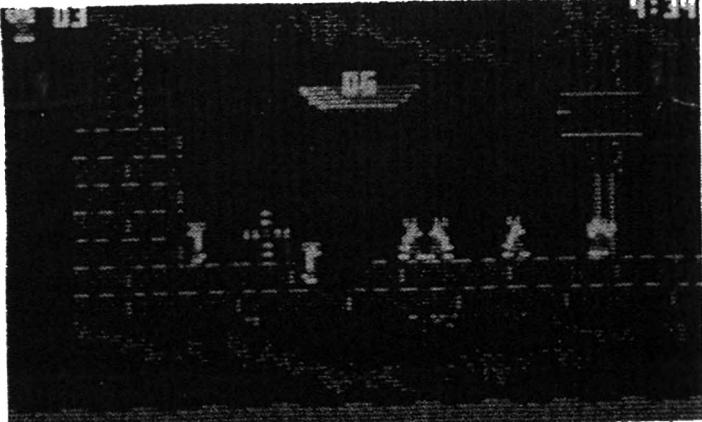
Now, hard as it seems to the rest of us, there still may be some folks out there in Lynxland who do not know what Lemmings is all about.

Basically it's a game all about Lemmings (get away): cute little multi talented creatures. You have: Climber Lemmings, Basher Lemmings, Pick axe Lemmings, Digger

Lemmings, Parachute Lemmings, Builder Lemmings, Blocker Lemmings, and Exploding Lemmings. Individual talents aside, Lemmings have one important thing in common - they are all very, very, very stupid! Left to it's own devices your average Lemmings will happily walk off any cliff or into any trap. Your job as God of the Lemming tribe is to save these endearing stupid creatures from their own deathwish. This is complicated by giving individual Lemmings one or other of the above talents in order to build, tunnel or explode (yeah!) your way across increasingly complicated landscapes and bring the bulk (I.E.: the ones you haven't managed to kill) of Lemmings to safety. Lemmings was first

released on the Amiga and was hailed for it's beautiful background graphics and wonderfully animated, but very tiny sprites.

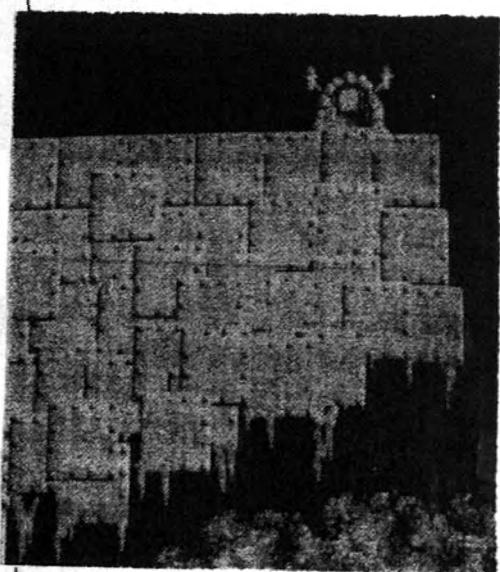
You will be pleased to know that, graphically and



sonically, the Lynx version is practically a carbon copy of the Amiga version.

Even down to the animated opening sequence where a Lemming drops from a balloon, climbs to a cliff and ends up standing on the L in Lemmings. The chipmonk like 'Oh No' when you blow up your Lemmings is superb and you will find yourself exploding defenceless Lemmings just to hear it.

Background tunes too are varied and good. The original control system relied entirely upon the Amiga's mouse. The type of Lemming you wanted was picked from a menu along the bottom of the screen and the pointer was then whisked across to zap your chosen Lemming. Obviously this control system would be impractical on the Lynx. While the joypad is good, it lacks the speed and precision of the mouse.



The control system on the Lynx is therefore completely different. Option 1 freezes the action and takes you into the Lemming selection screen. Here you are shown each of

the types of Lemming, fully animated, and can select the one you want. Once you have picked your Lemming type and returned to the action screen you manoeuvre your cursor over the chosen Lemming and zap the hapless fellow. It must be said that part of the appeal of the original was the fast and furious action that developed when you had to constantly dash between Lemmings and menu, with no cessation of the action.

Even so this alternative system works wonders on a handheld, although if you are used to the Amiga version it will take a bit of time to get used to.

This game is brilliant, finding a second hand copy is like finding a rocking horse s@#t, as everyone who still holds on to their Lynx won't part with their cherished copy.

And this is why those cute creatures in the form of Lemmings comes in at number four on our Lynx top five games of all time

**News** - continued from our front page.

titles in stock. The games being Wolfenstein 3D, which he was asking £7. He also had Chequered Flag and Tempest 2000, both priced at £8 each. When asked about Jaguar CD games the man said that he hadn't seen any for two years now, and the machines themselves were becoming collectors items. So keep your eyes peeled at car boot sales and fêtes for those elusive games that could be worth a few pennies in years to come.

#### *Gold million pounds spare*

Hasbro, the company that bought Atari for five million dollars a few years back is selling off all the Atari deeds to the highest bidder. If you've got enough money you can buy the rights to Pacman, or any Jaguar title if you are the highest bidder. The Atari name itself is up for sale, the expected price is in the region of \$1,000,000. So if you win the lottery this weekend and fancy owning a bit of history, then send your cheques care of Atari Entertainment and we will gladly send it on to Hasbro. Please make all cheques payable to Atari Entertainment.....

And

# BLUE LIGHTNING

## HOW CAN ONE OF THE ORIGINAL FOUR LYNX GAMES MAKE IT INTO OUR TOP FIVE?

It's simply because the game is brilliant. When Epyx started to develop the Lynx (or 'handy' as it was initially codenamed), they realised that they needed games that would show off the capabilities of the machine.

California games (listed at number six in our all time Lynx games) was there to show that sport could be put on a small screen. Electrocop was developed to show that the machine could handle graphical scaling. Gates of Zendecon was developed to show that a space blasting game could easily be achieved with a small screen size.

Blue Lightning was developed to show that an air combat game was

possible, and what a game it turned out to be.

*(Blue Lightning is a ground attack/air combat game that puts you in the seat of a super fighter jet. You have nine missions of air combat/ ground attack scenarios that will keep you entertained for hours. After each level is completed you gain a password. This enables you to skip levels you have completed)*

When you first take off in Blue Lightning you see the details of the ground, the aircraft and then the movement of the whole game. You realise that someone has spent hundreds of man hours to achieve this. It stinks of professionalism.

When Epyx was bought out by Atari (the development of the machine and games had bankrupted the company), Blue Lightning and California Games were the first games to be released by Atari for the Lynx. One of the

leading games magazines upon seeing Blue Lightning for the first time commented 'a game has been produced that would not look out of place on a home console'.

Blue Lightning was the first Lynx game I ever bought. In them days I didn't have a power supply so I went through ten sets of batteries before I finished the magical level nine.

When dogfighting you realise the coding that has gone into this game. Ten different planes on screen at once and the machine slows down very little. When you are flying through the canyons, destroying enemy targets, you see the speed in which the graphics change to suit the gameplay.

The game is excellent, if you haven't played it you haven't lived.

# ALIEN VS PREDATOR

**A game license, developed by a brand new company that turned out to be the biggest thing ever on the Jaguar.**

When news broke that Rebellion software were developing a game license for Atari based on the Alien films, most press and gamers alike were sceptical. Would the game be a side scrolling shoot-em-up like most of the poor licenses that were around?

After Atari had paid

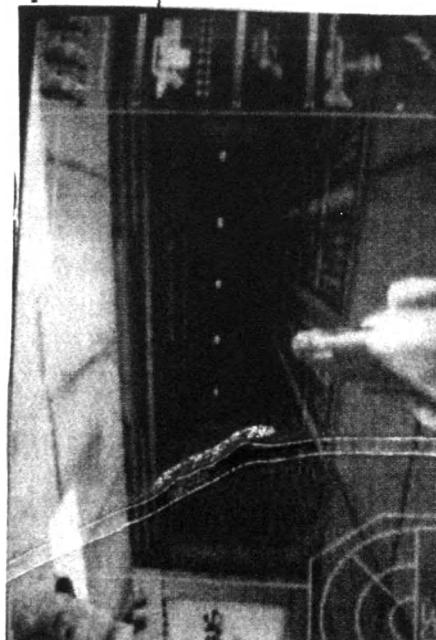
left to produce any half decent game.

Would a new software company be able to produce a top notch title, when so many other established companies had failed miserably?

Luckily for Atari the answer to all these questions was yes, as the game became the biggest selling title of all time on the Jaguar machine.

When Rebellion first leaked details to the press about an Alien Vs Predator game in the mid 1990's, it was a huge shock to many who thought that the Jaguar would be stuck with half decent platform games, and substandard shoot-em-ups that would head straight for the

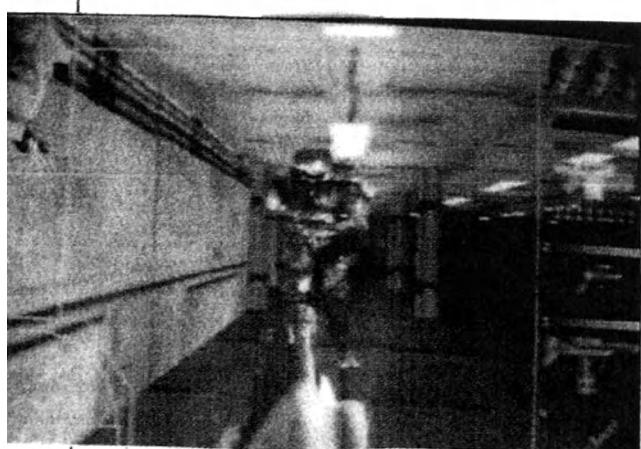
bargain buckets along with the machine. Rebellion software, a new company with a young programmer base had approached Atari early on, just after the machine



had been release in the USA. They were keen to develop a game based on the

Dark Horse Comics of the same name. Atari had already acquired the license for use on the Lynx, although nothing had ever come of it.

Rebellion had approached Jack Tramiel with the idea of producing a Doom clone based on the AVP comics. After some initial reservations Atari agreed



for the license would there be enough money

to give the company a chance to produce a demo. Three months later the demo was completed and sent to Atari, soon afterwards the game was leaked to the press. Atari loved the concept with Jack Tramiel giving it a personnel seal of approval.

A month or so later Atari agreed with Rebellion that the game should be leaked to the press. With a clever bit of self publicity every major Video games magazine was invited to Rebellion. They were all showed the early concept versions of the game together with all the Alien film props Twentieth Century Fox had kindly lent them.

Fantastic reviews appeared in every video gaming magazine, publicity that would have cost Atari millions normally.

To launch the game in this country Atari paid for

the planetarium in London to hold a party to celebrate it's launch. On a big screen the game was unveiled to the specially invited guests (Atari Entertainment being one of them) where clips from the Aliens movie together with a new advert promoting the game were unveiled to the public. There were loads of consoles set up to play the game and drinks were in abundance including some slime green wine specially made to simulate Alien blood. The whole night went down well as well as the beer.



The game was released a few weeks later

and became instantly the biggest selling game of all time on the machine. Unfortunately the AVP advert was never shown over here and very little in the USA. But the tide

was turning for the worse for the Jaguar, the Playstation had been released and became an instant hit in the USA. The quality of the games and amount of third party developers meant that the machine very quickly outsold the Jaguar, and went on to become the number one machine in the World. Atari admitted defeat and began cancelling games although their official line was that they still backed the machine.

Atari started investing its money in a new company called JTS, a company that they would later take control of after selling Atari to Hasbro.

But whatever happens in the future AVP will always be remembered as the game that breathed life into the Jaguar. It showed the potential of a machine, with the right backing could have been a World beater. Alien Vs Predator is our number one Jaguar game.

# TEMPEST 2000

**Tempest 2000 has been described as Jeff Minters crowning glory..**

Back in 1981 Tempest introduced the gaming world to an extra-sensory visual and futuristic play experience that went beyond any others at the time. With never before seen Quadra-scan colour video graphics, Tempest set new standards for 3D animation and challenge, and became the first arcade game to be a guaranteed hit.

In Tempest 2000, Jeff Minter and his team have brought the game up to the power of 64 bits. This time the original has been improved with powerful 3D polygons, particle displays, cycle shading, and a 100% pure CD quality techno-rave soundtrack, plus three new blistering modes of high velocity, brain warping action unlike

anything you have ever seen before.

Ride the rim and unleash you Superzapper on crafty Flippers and Fuseballs in Traditional Tempest. Team up with a friend, or an A.I Droid, and light up the webs against pesky Spikers and Pulsars in Tempest Plus.

Venture through 100 uncharted galaxies filled with hostile Demon Heads and Warp Bonus Tokens in Tempest 2000. The use you Mirror and go Blaster-to-Blaster against the most formidable alien of them all-your best buddy-in Tempest Duel.

Tempest 2000 gave the Jaguar console a great deal of good publicity when it was first released. Jeff Minter, an enormous fan of the original turned an old Atari classic into a 64-bit dream that really sold

well and achieved cult status among Jaguar gamers. The Game was translated onto almost every other gaming format around at the time, even the PC. And proved a big money spinner for Atari interactive (a newly formed gaming division of Atari, created to develop Jaguar games as well as converting them onto other formats).

Tempest 2000 was certainly Jeff Minters finest hour, with a game that had players and programmers praising for it's gameplay and ultra smooth graphics.

Jeff Minter continued to work for Atari even after finishing Tempest 2000. He was even brought back to work on games for the next generation of Atari console just before it was sold to Hasbro. And that's why Tempest 2000 is at number two.

# SOME OTHERS.....

## SOKO MANIA IS A NEW PUZZLE GAME.

Using your red flashing blob you must push blocks around a set course to fill in the blue bubble grid that is normally located in a difficult position on the board.

Complete the first course and another more difficult one awaits you. Keep going until you reach the ultimate Soko-mania.

Apart from that there is absolutely nothing to the game. The graphics are prehistoric with no thought whatsoever put into them. The sound is so bad that you just really want to turn it off. And the gameplay gets tedious after only two goes. There have been some bad Lynx releases in the past, and I've reviewed my fair share but this is a real turkey. Don't touch it with a ten inch pole.

**Graphics** 30%

**Sound** 40%

**Gameplay** 50%

**Overall** 50%

## THE LEGENDARY BOARD GAME.

Lynx Othello is a strategy game that requires careful planning. The play screen is made up of a grid that contains 64 squares, there are two colours for the players black and white, and each player takes turns trying to capture as many squares on the grid as possible. To capture a square, move your coin over a corresponding square using the directional pad on the Lynx. To drop the coin, and capture the square, hopefully turning your opponents coins into your colour, press the A button. If you cannot capture the square the Lynx will let you know with a sound effect. You must then try another square.

You also have the ability to outflank your opponent. To do this you must position your squares on the grid so that one or more of your

opponents squares is in a row which is bordered on each end by one of your squares. You may outflank your opponent in more than one direction. To win the game you must capture more squares than your opponent.

Sounds simple but it's not. Lynx Othello is a great game with a good strategy twist.

**Graphics** 80%

**Sound** 80%

**Gameplay** 90%

**Overall** 80%

## Hyperdrome

A quick mention of Hyperdrome, a 3D shooting game where you are the craft. Control the craft along 3D corridors very reminiscent of Electrocop. Gameplay is bog standard as well as the sound. The game was originally developed in 1992 but was shelved when it's development time overran. If you want a bit of Atari nostalgia then it might be worth a look.

THE THIRD OF OUT TOP FIVE JAGUAR GAMES

# DOOM

## THE STORY OF DOOM BEGINS WITH A PC GAME THAT CHANGED THE FORMAT OF VIDEO GAMES FOREVER.

Wolfenstein 3D was the game released on the PC that created a new games format, the first person perspective shooting game.

Wolfenstein developed a simple looking combat scenario where you see the gun in your hand, and where you move it moves.

After the Hugh success of Wolfenstein, ID Software reached new heights with Doom. The game went on to become one of the biggest selling games of all time on almost every format.

The Jaguar version is simply the first instalment of the many games, but with a few added levels. The graphics are cool and the action does not let up for a moment.

Jaguar Doom was praised by many a Video games magazine, although like most Jaguar versions it did not receive the notice it should of got.

Doom sold extremely well on the Jaguar, with three to four batches produced.

The Jaguar version of Doom has very little slowdown, with the machine handling the complicated graphics and sound extremely well.

A brilliant game that is a true classic

THE FOURTH GAME IN OUT TOP FIVE JAGUAR GAMES

# IRON SOLDIER

## AN ORIGINAL GAME WHERE YOU CONTROL A GIANT ROBOT, SURE BECAME ONE OF THE SURPRISE HITS ON THE JAGUAR.

Iron soldier was a revelation for the Jaguar community. Atari had released an original game that had unique graphics, brilliant gameplay and tremendous sound.

When first released it clashed head-on with Mechwarrior, the Sega equivalent. Even so the Jaguar game proved itself

superior in almost every way.

The real surprise to Atari was that the game sold in large quantities, defying sceptics that any Atari non-license could shift units.

The game was so successful that it spawned a sequel, although I still think the original is more classier.

Iron Soldier pushed the Jaguar to it's limits, something that few other Jaguar games did.

A brilliant game that will still be played in years to come.....

# FIGHT FOR LIFE

Atari's answer to Virtual fighter came out too late to stop the jaguar sliding into oblivion, but even so the game turned out to be a corker. And again showed when pushed to it's limits the capabilities of the Jaguar were awesome.

In a dimension parallel to living human existence is the Spectre Zone - store - house of unrest, undead; journey-interruptis on the road to Heaven or Hell. Overseeing the realm is a morphing abomination called the Gatekeeper; ever watchful for opportunities of amusement. To the lucky and skilful this is also a land of hope, for the gatekeeper has the power of redemption, the power to grant a second chance of life.

You are one of eight ex-mortals travelling

unexpectedly from the nightmare that was your life to the torment of an early afterlife. One of eight fighters chosen for their exceptional skills and strong will to live.

You must defeat each of your companions. You have the attention of the gatekeeper; please him in the tournaments and he will bestow useful gifts. You must win every match, including the final and most terrifying. There can only be one victor : there will be only one life granted.

The game that was meant to combat Sega's Virtual Combat isn't a bad attempt by Atari at producing a good fighting game, something that Sega and Nintendo had in abundance on their machines in the form of Street Fighter and VF. Atari had already failed miserably with Kasumi Ninja, a game that had been ripped apart by every games magazines. But Fight For Life

was to be their fighting game, a game to be proud of. Produced by the team that developed Virtual Fighter, this



game was going to take the gaming world by storm.

Delays in it's release, and the fact that by the time it was released the Jaguar had died a death meant the game never achieved anything except cult status.

The moves are good, it's a fluid game with excellent graphics and some brilliant gameplay. If it had been released earlier with some promotional push it would of shifted more Jaguars than anything else. If you haven't played this game and still own a Jaguar. You will pleasantly surprised by this gem.

# WORMS

## WORMS IS A FIGHTING VERSION OF LEMMINGS. BUT IS THE JAGUAR VERSION ANY GOOD?

Worms has been converted onto almost every format known to man, now it's been converted to the Jaguar we have a chance to play this famous game. The cartridge is a limited edition one so order your copy quickly before they run out.

Worms combines the best elements from the very best games ever created. It requires great thought, strategy and elements of sheer outrageous fortune. It provides the player with an infinite range of playing possibilities and we guarantee that no two games will ever be the same.

Teams take it in turn to bombard the enemy with whatever weapon they feel is likely to reap the most reward. Some weapons are limited in

terms of supplies and therefore strategy is required for the best results.

(Each Worm has an initial energy level which is depleted through the battle, once this is at zero the worm is removed from play. The last team remaining wins the game.

Each battle has a time period and once this is over a period of extra time may be played where all the remaining worms are reduced to 1 unit of energy and the slightest hit will render them out of the game.

Each worm has a limited time in which to make it's move (adjustable of course) and can walk, jump and even teleport to pastures new.

Each worm has a number of weapons at there disposal, select the weapon by pressing the Option button. The following weapons are at the disposal of the worms. Bazooka Standard default weapon of the worms.

Grenade - Similar to the bazooka. Shotgun-Uzi - Shoot in a straight line, minimum damage. Fire punch, Dragon-Ball Close combat moves. Dynamite, Mine, Sheep - The sheep when released will detonate with thirty seconds if you don't explode them before. Airstrike - Point you cursor and let the planes destroy your enemies. Blowtorch, Drill - These utility weapons allow worms to dig and burrow in the landscape. Bungee - Ninja Rope - Allow the Worms to cross great areas of nothing quickly. Kamikaze - They commit themselves to death.

Worms is easily as addictive as Lemmings, but with a lot more attitude.

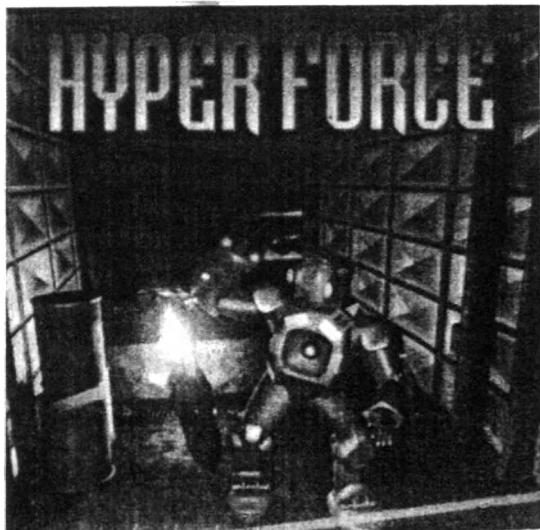
Blowing away your fellow Worm is sometimes soul destroying but you still come back for more. Telegames should be proud of such a great title....excellent

<b>Graphics</b>	<b>80%</b>
<b>Sound</b>	<b>90%</b>
<b>Gameplay</b>	<b>90%</b>
<b>Overall</b>	<b>95%</b>

# HYPFORCE

It good to see a new Jaguar game every so often.

The year is 2099. On the verge of a new century mankind has expanded to the stars. The development



of the starphase drive makes interstellar travel possible at a fraction of the normal time. Technology breakthroughs has created an unprecedented level of medical care and automation.

But all is not well. Mega corporations have an insatiable hunger for expansion, and Trans Con is the most ruthless of them all. They have decimated a dozen Worlds,

with more to follow. Politicians have turned a blind eye to these atrocities, fearing they will lose the support of the corporation if they don't. The situation is delicate, so they have called in the best of the interstellar special forces to eliminate the threat of Trans Con. That's where you come in. A lone soldier facing overwhelming odds, and the distinct possibility that your own government will disown you if you fail. What a mission!

Well that's the setting up of the story, but how about the game. Hyperforce puts you in control of an interstellar special forces operative. You must fight your way through the Trans Con mine using only your skill, a hoverjet and of course a blaster. But you knew it wouldn't be easy.

There are numerous robots and Trans Con troopers ready to stop you at every turn.

In conclusion the game is far too easy (I reached level 3 on the first go). The backgrounds are a bit too scooby-doo-ish as they are the same all the way through. The graphics are colourful but uneventful. But the music is really funky and gives the game a good feel, Jeff Minter must be behind this game somehow.

If you want mindless violence without all that complicated stuff like strategy and plot then you'll love this game like I did.

It brings back nostalgia for the early days of video gaming. You will find this game a simple bit of fun..

<b>Graphics</b>	<b>75%</b>
<b>Sound</b>	<b>90%</b>
<b>Gameplay</b>	<b>90%</b>
<b>Overall</b>	<b>90%</b>

# CHAMPIONSHIP RALLY

## A NEW RACING GAME FOR THE LYNX.

I have always loved racing games, especially on the handheld Lynx. Checkered Flag was slated by most magazines as being too simplistic when first released. Not enough options they cried. But whatever they say no other handheld has come close to the gameplay of checkered Flag, or the ability to race head-to-head using ComLynx.

Championship Rally is a new contender to the title. Released as always by Telegames and programmed by Songbird productions, a company responsible for all the latest releases. The game is viewed from above, and puts you in the seat of a Championship Rally car. There is the possibility of a maximum of three opponents, anymore and the track would appear crowded.

There are a number of racing options including Tournament

- Compete against three other Lynx racers in several rounds of non stop action. Single race - improve your skills on a single race with a varied amount of laps.

Time Trial - Race against the clock improving your skills on every lap of the race (a nice touch is a shadow car appearing after the first race mimicking your last race).

Versus - link two machines together for the ultimate experience.

While racing you can easily accumulate damage that affects the speed of you car. Find a repair wrench on the track to bring you car back up to speed.

There are also a number of options enabling you to adjust the amount of laps, the speed of you opponents and the colours of the cars. It's also possible to unlock new race tracks along the way.

There are also dangers and bonuses hidden along the way. Look for movable

objects, oil spills, speed boosts, potholes and more.

The game has a good soundtrack but the graphics are simplistic and barely adequate. The gameplay seems difficult at first, but with half an hour your winning every race. This takes the challenge out of the game, which is a shame as this is one of the best games I've seen released recently.

I have criticised Songbird productions in other reviews for their limited gameplay. The fact that they seem unable to put in any kind of serious variation between levels is worrying.

In conclusion Championship Rally is a valiant effort to produce a game for a machine that has very little other support.

**Graphics** 70%

**Sound** 90%

**Gameplay** 80%

**Overall** 80%

# REMNANT

## An explosive 3D space combat game for the Lynx.

*"Without warning, without provocation, Minoch 3 erupted in a chaos of fire and pain. We scarcely had time to scramble the gunships into action; even so it was too late. Our ships were outnumbered and outgunned. Miraculously my Warhawk had been lightly damaged in the fight and left for dead by the invaders. Once they withdrew, I feverishly began to contact the fire bases, only to learn they had simultaneously attacked every colony in the sector. Entire cities were a rubble heap at best, vaporized at worst. When I asked about reinforcements, the silence was deafening. No other warships responded to my call. I put out a sub space distress signal, but it will be weeks before it's received by the Terran High Command."*

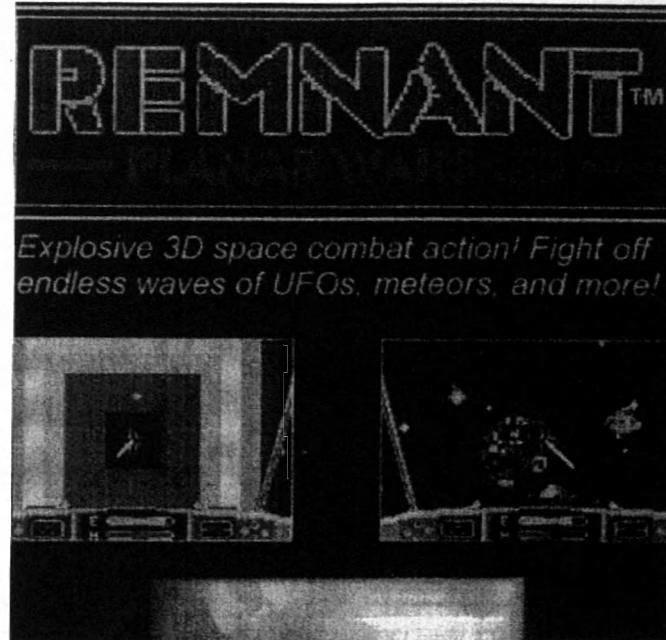
*"And there you have it. Remnant puts you in the cockpit of the last remaining*

Warhawk gunship in your sector. You must fight wave after wave of enemies in a valiant but desperate attempt to protect your colonies until reinforcements may arrive. Your only weapons are two turbocharged laser cannons. They have a high sustained fire rate, but need time to recharge after each volley of shots. The hull of your Warhawk has an auto repair mechanism, but too many hits and you're still dead.

There are three types of objects to destroy. Saucers - quick and sporadic. They fire slow-moving torpedoes, but your lasers can knock them out. Sleds - predictable and slow, but watch out they pack a mean blow with their plasma bolts. Meteors - Clear these to expose your foes.

In summary, Remnant was the game I was particularly

waiting. Unfortunately what we get is something that looks like it hasn't been finished. The graphics are good if not great, but unfortunately the gameplay is repetitive and dull. The



*Explosive 3D space combat action! Fight off endless waves of UFOs, meteors, and more!*

reactions of the laser cannon are slow and the background is always the same. The game is not terrible by any means, but this game did not live up to the excellent box cover.

Could of been a great game..

**Graphics** 80%

**Sound** 70%

**Gameplay** 70%

**Overall** 75%

# S-I-M-I-S

## Another new game for the Lynx, well four in one actually.

S-i-m-i-s is a collection of four games plus a bonus pack of special demos for the Lynx.

The first of these games is called Snakebyte. In this game the player controls a snake trying to eat apples. With each apple swallowed the snake gets longer. The game's goal is to eat 10 apples per level without biting yourself or banging into the wall. Each apple has to be eaten within a certain time limit, which is displayed by means of two yellow bars at the left and right hand corners of the screen. When this time elapses three more penalty apples appear on the screen. There are 16 different playing fields, after that it re-sets to number 1. The game ends when you loose all three snake lives.

The next game is invaders, which is exactly like the old

Atari classic. A great game for getting out some frustration.

The third game of the pack is called mines (very similar to the windows freebie game on the PC).

In mines you have to find your way through a minefield, diagonally from the top level to the exit at the bottom of the screen. The mines, although not visible are deadly nonetheless when stepped upon. The only devices helping you to avoid the hidden mines are a scanner and nine detonators that trigger the mines. The scanner reports all mines that are in a one step range from you. Reach the exit within a given time or all the mines will explode.

And finally the last game of the pack is probably the weakest.

Isolation is a game of strategy where you try and isolate your opponent. Each player can move his token one step in any direction that

holds a grey tile. After this the player must remove one free grey tile off the board. In this way the players take turns until finally one of them can't move. The winner of the game in a series scores a point in his tokens colour. After the selected number of games, the player with more points wins the duel.

There is also a bonus pack that includes demos from various games in development.

### The verdict

Well Invaders is certainly the best game of the bunch, with snakebyte coming in second. There's no way you could sell these games separately but together they make a worthwhile cartridge. The bonus demos is also a nice way to view some up and coming Lynx titles. Well worth the money for once.

### Buy it...

<b>Graphics</b>	<b>70%</b>
<b>Sound</b>	<b>70%</b>
<b>Gameplay</b>	<b>90%</b>
<b>Overall</b>	<b>90%</b>

# LEXUS

## A PUZZLE GAME FOR THE LYNX THAT I ACTUALLY APPROVE OF

Another puzzle game for the Lynx, Telegames are certainly trying to capture the more intellectual side of the gaming market. But this puzzle game comes from a fine family, a well established company that has already produced Lynx titles for Atari.

Secondly it's a new twist on one of the most addictive games ever produced, Tetris. But in this game instead of matching falling bricks, you simply spell words.

Gameplay is simple. The active letter will appear at the top of the screen. Press Left or Right on the joypad to move the active letter left or right as it slides down the page. Press down on the joypad to drop the active letter to the bottom of the page on top of any letters that are currently there.

Also at the top of the page is a preview of the next letter. This letter will be the next letter to slide down the page when the active letter is set down the bottom of the page.

As you spell the words, they will appear on the left page of the Lexus book. The total number of words that have been spelled are displayed at the top of the page. The current 'Skill Level' is

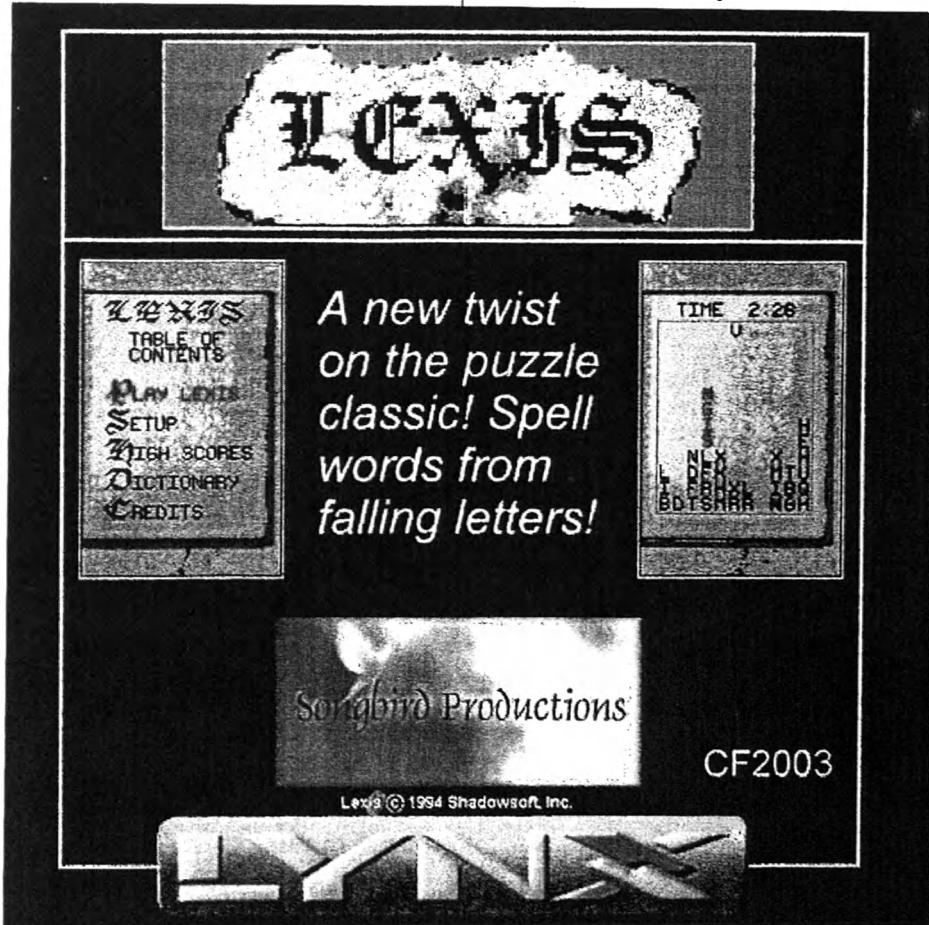
displayed at the bottom of the page.

Words can be spelled in any direction, left to right, right to left, top to bottom and bottom to top.

When you spell a word or words, they will glow red and then fade

worth fifty points, four letter words 100 points and so on. Therefore the bigger the word you spell, the greater the number of points.

In summary Lexus is Tetris, although five years too late to help the Lynx. The graphics and sound are adequate but the



away. Any letters that were above the words will slide down to fill in any gaps. If as a result more words are spelled, they, too, will glow and disappear.

Each size of word that you spell is worth a different number of points. Your current score is displayed at the bottom of the page. Three letter words are

gameplay is simply addictive.

It should sell extremely well for Telegames even though it's on one of those scilly Eprom things.

**Graphics 75%**

**Sound 70%**

**Gameplay 95%**

**Overall 85%**

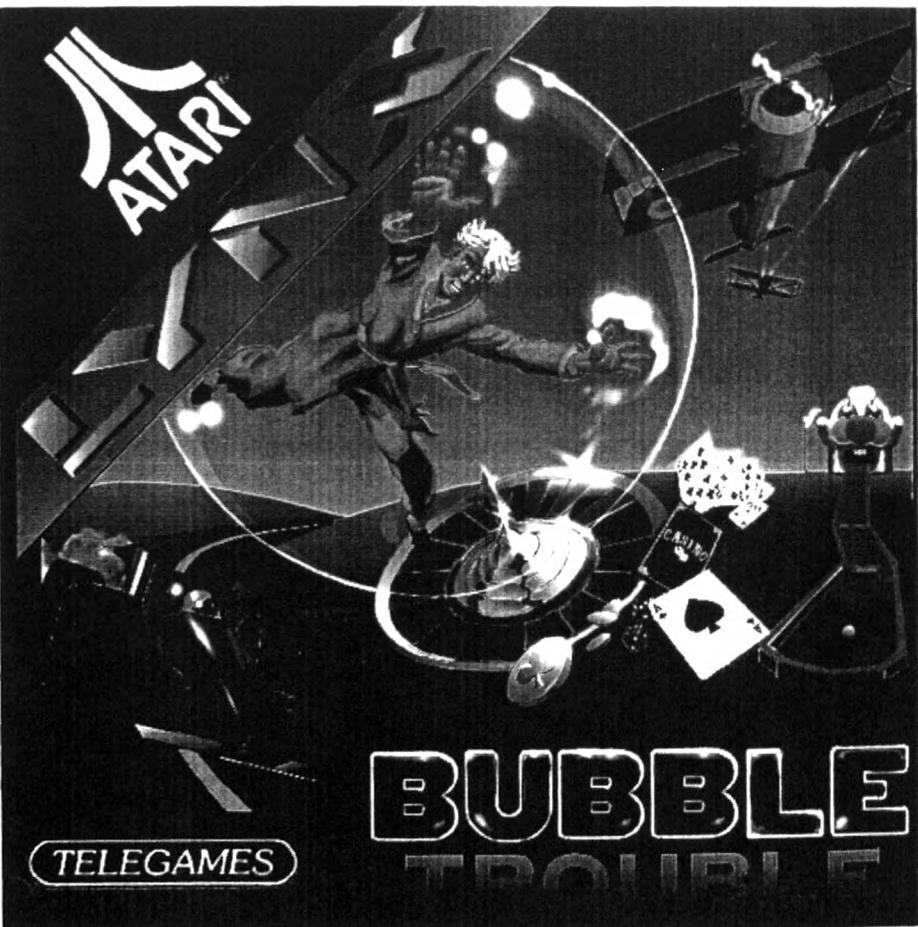
# BUBBLE TROUBLE

**A new game for the Lynx is always welcome especially when it's not a puzzle game.**

Bubble Trouble is different, being of the Slimeworld variety where you have to explore and find certain radioactive deposits to progress onto further sections. After a hard days work at the local Research Institute you take home an experimental device that controls powerful sub atomic particles (it sounds complicated but the gameplay is simple). You succeed in making it work, only to be sucked into a World of bubble through an artificial black hole in your bathroom. Saved by a friendly air bubble, you must search for radioactive deposits to power-up your equipment and return you home.

To track the deposits you have a medium range scanner, although it's up to you to find the best way to reach them. Only when you have found all the deposits in one area

less friendly Denizens of the World. They include Power shots, Shields, extra lives and Bonus Energy. To defend you along the way is a bubble cannon and a heavy



can you spare the energy to move onto the next section of the World.

You will also find other useful items strewn around that may help you negotiate hazards and

bubble bomb (unfortunately it can only be dropped downwards).

The game was originally to be released by Atari, but was one of the titles dropped in the night of

the forty games (Atari cancelled 40 Lynx games in one swoop due to development delays and the fact that Jaguar titles were taking precedence).

Designed by a company called Lore Design it has been saved from the games scrapheap by Telegames (it would be nice to see other companies releasing games for the machine, apart from just Telegames).

The game starts with an animated sequence which is rather nice if a little strange. An old lady with a remote control watches as her bath overflows and finally explodes (programmers humour).

You are then put in a bubble world of caves and strange bubble creatures all out to get you. You are trapped in a bubble that keeps you alive, but allows you to move around this weird world. Move around the caves avoiding nasties

and collecting power-ups. And the all important radioactive deposits so that you can move onto the next section.

The game is well animated if a little bland. More variety in levels would of been nice together with a greater array of nasties. The speed of the game could of been improved as the bubble with you inside seems to drag itself around the caves.

If you are fed up with the puzzle type games that seem to be all around the Lynx at the moment then give Bubble Trouble a try.

*It may be a bit pricey, and stuck on one of these Scilly EPROM thingies. But it's the nearest thing to a decent Lynx release in quite a while.*

<b>Graphics</b>	<b>80%</b>
<b>Sound</b>	<b>85%</b>
<b>Gameplay</b>	<b>85%</b>
<b>Overall</b>	<b>80%</b>

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# THE CATS MAILBAG

## THE JAG SITUATION

I just managed to get myself a Jaguar CD player for £50 from a local software shop that was closing down. I thought it was excellent value for money as the promise of CD quality games made my mouth water. When I got the unit home though I found the freebie game Blue Lightning to be terrible, although the Myst Demo was brilliant. I recently got a price list from one of the few companies still selling Jag games, but they were asking almost full price for the CD games. Do you know of anywhere that sells cheap games especially CD games?

Andy Muxon, Oxford

*Because Atari gave up on the Jaguar, Very few stores actually still sell the games. The few that still do are trying to get some of the money back they wasted on buying titles that no-one in the end wanted. It's even worse for CD games because they were very few CD machines actually sold for the Jag. Around ten CD titles were produced for the Jag but they are as rare as rocking horse shit. Finding them in car boot*

*sales is nigh on impossible. That's why most software stores who have copies of these games do charge a premium.*

I Just bought myself a copy of Alien Vs Predator from a company called Telegames together with a Jaguar console. Both were less than £50, great value for money I thought. I have played AVP to death and it is brilliant. I want to buy some more games but the games that I was offered were crap. Is Tempest 2000 any good because I always thought that Jeff Minter was a genius? Could you recommend a few top titles. How many issues of AE are there?

Bob Brand, Nottingham

*Some of my favourite games are Doom, Wolfenstein 3D, Iron Soldier, Worms and the brilliant Tempest 2000. The man who programmed Tempest was Jeff Minter, who lives just a few miles away from AE. A really nice guy and a great programmer. Just before JTS sold Atari Jeff Minter was rumoured to have been working on game development on Jag 2. At the time we thought that Atari were going to*

*launch another console. But it turns out that he was brought in just to show Hasbro (the eventual buyers of Atari), what they were getting for their money.*

I just bought a Jaguar and five games for £10 at my local car boot sale. The games were Doom, Cybormorph, Dragon - the Bruce Lee Story, Brutal Sports and Kasumi Ninja. Doom is excellent, Dragon is not bad but the rest are terrible. I only paid £10 for my machine so I think it's excellent value for money. But if I had to buy these at full price I would of felt cheated. I understand why the Jag was not successful, simply the lack of quality games. The only other game that I understand is excellent is AVP, is it really that good?

Jason Robert's, Reading

I recently bought an Atari Lynx with two games Blue Lightning and Dracula the Undead which I think are good. So why is it when I pick up a computer magazine I never see a Lynx ad, or even any mention of the Lynx.

Craig Newton, Manchester

*Atari admit themselves that they have been a bit quite on that front but they are planning a lot of*

TV advertising and a lot of adverts in the major computer games publications. There are even a few new games out including *Ninja Gaiden 3* (reviewed in this issue), *Super Off Road* (Imminent) as well as the most eagerly awaited Lynx game ever, *Eye of the Beholder*.

There is also another 12 games that will definitely be released this year, so the Lynx market is not dead yet.

I was wondering if you'll include a question and answer page for queries as I have a few.

- 1) Will Atari release a third party schedule for Jaguar games?
- 2) What games will be available for the CD add on and is it 32-bit or 64-bit?
- 3) And lastly when will you be full colour?

MR SE WILSON - SOMERCOTES

**1) Atari should have some kind of schedule available in the next month or so.**

**2) First game available for the CD add-on will be *Freelancer 2120*, shortly followed by *Chaos Engine*. Hopefully we should have *Creature Shock* and *Dragon's Lair* also available within a month of the launch.**

**3) According to our predictions (which means that it is definitely wrong) we should have a very colourful magazine by this Christmas, although we will be continually upgrading the magazine in the coming issues together with increasing the number of issues we bring out each year.**

I have completed 'Dracula Undead', and found it a fantastic game but just a little too short (and possibly a bit easy as well).

If I was to give the game my own review it would as follows:-Dracula the Undead is a very atmospheric adventure, with some of the nicest graphics I have ever seen so far on the Lynx. Even though the colours are fairly dull, this actually makes the castle look even more sinister. The sound is excellent too, with some very nice sound effects and background music. The control works very well and experimenting with the objects you collect is the order of the day. The only drawback with the game is that there is not enough of it, and once you have completed it you will probably never go back to it. That aside it is great to see a graphic adventure on the Lynx, and such an excellent one at that. (Let's see some more eh!) Overall mark 8/10

PETE CHUMLEY - WEST LOTHIAN

After reading your Toki solution in issue 6 of Lynx User, I found that you have not got the simplest ways of defeating the end of level bosses on 1 and 2 - although you do have to be quick! On level 1 you need to collect the helmet and quickly go to the end of the level, (and you do usually have time to collect the coins). Just go straight into the corner where the foe is - and it's all over in seconds. On level 2, it is a bit trickier! Collect the helmet from the bird, and if the green sea monster does not let his fish go straight away, go straight into him. If you are then quick enough you can reach the end of the level, still with the helmet. Just two or three times into the foe and the level will be completed! As for the bug on Toki, (I had already found this out anyway - by jumping on the spiders head) there are a few others similar to it - although they're not really worth the bother!

ALAN SMITH - LYMINGTON

When will the Atari Jaguar be officially released in this country, and at what price? Also I have heard a rumour that Mortal Combat will be appearing on the Jaguar? Will we ever see Streetfighter on the Jag? Please answer these questions, as I desperately want a machine.

PETER GIDDENS - LEICESTER

*According to Bob Gleadow, the top dog at Atari UK there should be around 100,000 machines coming into the country around October. The price will be around the £229 mark with Cybermorph bundled with the unit. They are going to be pushed through the independent retailers, so the smaller computer shops will get the first crack at the whip.*

*But if your desperate for a machine there will be 1,700 UK Jaguars coming into the country in June, due to a special deal between Daniels of Windsor Department store and Telegames. So if you want a machine you better order one now, as they are likely to go fast. The Mortal Combat rumour does have some foundation, as at one time it was going to be done for the Jag. But recently there seems to have been a change of heart, and that it is unlikely at the present time we will ever see Mortal Combat.*

*The reason for the change of heart we have heard is that some very large company has put some pressure on Acclaim, the company responsible for the Sega and Nintendo versions not to do the game for the Jag.*

*P.S For the last time Streetfighter is not coming for the Jaguar, and you can quote me on that. Well then again you never know pigs might fly - if you attach a rocket to....*



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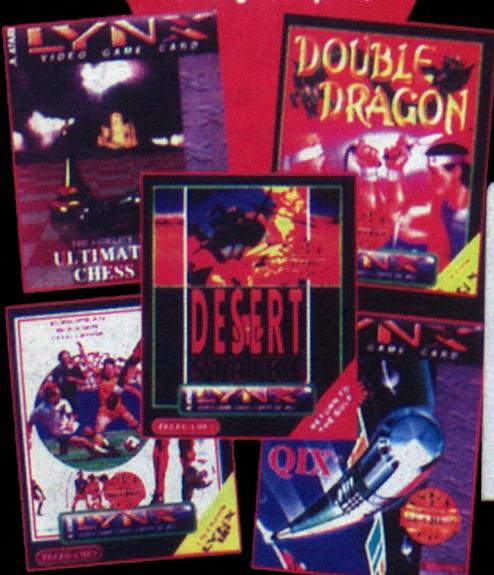
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